



Revised Amendments

Patent Application of

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for

TITLE: INDIAN DOUBLE SUPER 9 CASINO GAME

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CROSS-REFERENCE TO RELATED APPLICATIONS

Not applicable.

BACKGROUND—FIELD OF INVENTION

This invention relates to card gambling games to be used in casinos.

BACKGROUND—DESCRIPTION OF PRIOR ART

Presently, there are several card games for multi-players being used in a casino-type environment. All of these card games compared whether the dealer's hands are better than the player's hands and win or lose a specific amount based on the wagering bet.

U.S. Pat. No. 4,659,087 issued to Margaret Shen et al. on Apr. 21, 1987 discloses a Casino Game involving the play of two groups of two cards each with the object being for each of a player's pairs to have a higher value than the two pairs of the dealer.

U.S. Pat. No. 5,154,429 issued to Richard A. LaVasseur on Oct. 13, 1992 discloses a Method Of Playing Multiple Action

Blackjack and discloses a semicircular playing surface with the rules of play being similar to Twenty One or Blackjack. Here the cards of the player are compared to the cards of the dealer; whoever get closed to 21 without going over will win.

None of these games, however, use modified card decks in combination with customized playing rules, as does the present invention.

SUMMARY OF THE INVENTION

The method of playing a card game according to the present invention is operated among multi-players, a Dealer and a Banker. Each player who has wagered on a spot the previous hand has the option to be the Banker there on the next hand. The game is played with 12 decks of cards from A to 6, hence there are 288 cards altogether. All cards from 7 to K and Jokers are removed. According to the method of the present invention, each player places a wager before the Banker shakes the Dice Cup which contains 3 dices. Once the Dealer has released the dice and

announced “no more bets”, no player may change his wager. The Dealer will deliver 4 cards unexposed to each player. The players set their hands by making a front 2 card hands and a back 2 card hands. The back 2 card hands must rank higher than or at least, be even to the front 2 card hands. Players then lay both hands face down in the squares on the table, unexposed. After all players have set their hands, the Dealer will then reveal the Banker’s cards (front & back) the way the Banker wants them to be set. Then the Dealer will compare the cards of each player to the Banker’s cards and winners or losers or pushers are determined based on the comparison.

BRIEF DESCRIPTION OF THE DRAWINGS

The present invention, both as to its organization and manner of operation, may best be understood by reference to the following description, taken in connection with the accompanying drawing.

FIG. 1 shows the Hand Rankings chart of the present invention which shows a few possible rankings that the players can have.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

The following description of rules is provided to enable any person skilled in the art to make and use the invention.

1. The Club does not take part in the play of the game and has no interest in the result of the play. No player plays against or makes a wager against the Club.
2. A player must have a full minimum bet after paying collection, which will be taken before each bet.
3. Each table has a spread limit to define the maximum and minimum amounts to be wagered in each spot.
4. A player must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
5. No action will be received by any amount that is bigger than the maximum table limit.
6. Banker wagers are not limited by maximum.
7. Action starts with action button and goes clockwise.
8. Only chips are used in paying off bets.

9. The player that controls the seat is considered as the active player for that spot and only he may handle the cards.
10. No more than 2 backline bets are allowed on each spot.
11. The active player may refuse backline bets but if he is not wagering on that spot he may not prohibit other player from wagering on it. Once a player has wagered on a spot, he is allowed to wager or backline there until the Banker position goes to the next player. Backline players may participate in the play of the hand.
12. When there is a disagreement over the play of the hand between the player and the backline, final decision will be made by the player with largest wager. When the largest wagers are of equal amount, the active player makes the decision.
13. If the backline player wishes to make a decision on the hand, he must have the largest bet and must verbally declare his intention to the Dealer to stop the action before the active player

acts.

14. In the Banker position, the largest wager in action makes the final decision in any disagreement on the play of the hand.

15. The Banker shakes the Dice Cup (containing three dices) to determine where the action starts. The Banker position is always 1, 9, or 17; numbers count clockwise. Example: Dice read 2, 3, 5 for a total of 10; in this case action would begin one position to the left of the Banker.

16. Once the Dealer has released the dice and announced “no more bets” no player may change his wager. Anyone who violates will possibly forfeit his wager to the extent that money covers or may be barred from playing and subject to prosecution as penalty.

17. All players must put their entire wager in the spot before the Dealer releases the dice. Only chips are in the spot plays. No stating money cover or call bets is accepted.

18. An active player is entitled to ask the Dealer about the

amount of the Banker's wager that he thinks may affects the play of his hand.

19. No side bets or proposition bets are allowed.
20. A player who has wagered on a spot the previous hand has the option to the Banker there on the next hand. If a player had no wager the previous hand, he may not be the Banker on that spot.
21. A player who has put in chips for a bet may not back out after the Dealer announced "no more bets".
22. Passing, switching and holding out cards are strictly forbidden and can cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player who is found guilty of such attempts will be barred from the play and may be subject to prosecution.
23. No player may remove a losing bet.
24. A player who removes a wining bet from the betting circle may be paid the minimum bet only.

25. If the one card hand ranks higher than the two-card hand the hand is "Foul Hand" and a player who has his hand dropped below the table level and a wrong number of cards may be considered as having a Fouled Hand too, and wager will be collected and paid to the Banker immediately.

26. No showing or discussing of hands among players is allowed.

27. A player may see only one hand, even if he has wagered on several hands.

28. INDIAN DOUBLE SUPER 9 is played on a crescent table with 8 spots or hands from #1 to #8.

29. The game is played with 12 decks of cards from A to 6, hence there are 288 cards altogether. All cards from 7 to K and Jokers are removed.

30. Each hand acts the Banker twice: 1st Banker and 2nd Banker.

31. Hand #1 acts the Banker first. If hand #1 does not have the minimum amount of money as set to act the Banker or

does not want to act the Banker hand #2 will replace him/her and so on.

32. Dice number will determine where the action starts.

33. As the game is played with 8 hands, number 1, 9 and 17 always fall on the Banker.

34. The Dealer will deliver 4 cards unexposed to each hand.

35. Players are allowed to pick up and the 4 cards just delivered to them. The players set their hands by making a front 2 card hands and a back 2 card hands. The back 2 card hands must rank higher than or at least, be even to the front 2 card hands. Players then lay both hands face down in the squares on the table, unexposed.

36. The "Dealer" button is placed on the Banker's cards which are opened only after all players have "set" their hand, when the Dealer sees that all player's cards are down, he will announce "all hands are set," at which time the players may not

touch their cards for remainder of the hand. The Dealer will then reveal the Banker's cards the two hands (front & back) the way the Banker wants them to be set.

37. Then the Dealer will expose all the 4 cards of each hand for comparison.

38. The player's cards are revealed starting from the action button and compared in turn to the Banker's hands. In order for the player to win, both the front 2 card hands and the back 2 card hands must beat Banker's. All combinations of cards are being treated equal with no ordered rankings if combined scores are the same. If the Banker's front 2 card hands and the back 2 card hands beat the player's both hands then the wager is collected and paid to the Banker. If one hand wins and one loses, it is a push (tie). If one hand copies (copy hand) and one wins, it is a win. If one hand copies (copy hand) and one loses, it is a lost. If the front hand copies, and the back hand also copies, it is a push. Anyone, either Banker or players who has any 4 of kind (from A to 6) is the win hand. If Banker has any 4

of kind (from A to 6) and players also has any 4 of kind (from A to 6), it is a push.

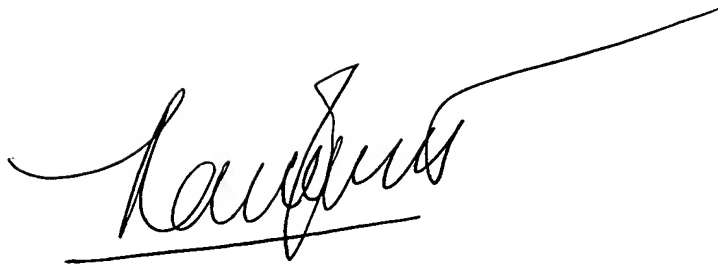
39. INDIAN DOUBLE SUPER 9 House Way: All players (including the Banker) have the option of asking the Dealer to set their hand for them. This enables you to play INDIAN DOUBLE SUPER 9 with a high degree of skill right from the start.

40. See hand Ranking chart.

41. The dealer will determine the winner, the loser and the push.

42. The Banker can only receive "Action" on the total amount he has wagered. For example, if the Banker wagers one hundred dollars (\$100) and proceeds to lose fifty dollars (\$50) to the first play then wins fifty dollars (\$50) from the second player, the hand is over. Unlike 21, subsequent players get no action on this hand and retain their wager. (Pay off is exactly like that of ASIAN Poker game).

43. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.


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